

Knowledge Organiser: Computing

Programming A – Moving a Robot

In EYFS, you learnt:

- why rules are important
- the difference between right and wrong



Key Vocabulary		
forwards	instructions	program
backwards	directions	route
turn	left	
clear	right	
go	plan	
commands	algorithm	

The _____ button will make

“ the robot _____.

I press the _____ button because _____.

The commands given to a robot must be clear and precise because _____.

I predict the robot will _____ if I use these buttons.

To make the robot do this I will first _____. Next I would _____.

Then I _____. After that I _____.

I found planning the route easy because _____ ”

Key Facts

- robots are machines that can do a task
- humans tell robots what to do: they programme them
- robots only do what they're told
- programs for robots can be repeatable and predictable
- an algorithm is a precise set of ordered instructions, which can be turned into code
- debugging is fixing a program
- the same outcome can be achieved through a number of different approaches

